**Notes on how to create a Box & Whisker plot**

*Ex. 1* Odd number of Values 2, 3, 6, 8, 10, 12, 14

Step 1: Find the median (once the numbers are in order)
2, 3, 6, 8, 10, 12, 14

*Since there is an odd # of values, we do not include the median when finding the Upper and Lower Quartiles.*

Step 2: Find the Lower Quartile (LQ). The lower quartile is the median of the 1st half of the data.
2, 3, 6, 8, 10, 12, 14

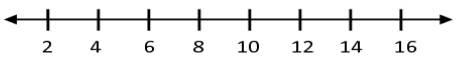
Use these values to find the lower quartile: 2, 3, 6
Lower Quartile = 3

Step 3: Find the Upper Quartile (UQ). The upper quartile is the median of the 2nd half of the data.
2, 3, 6, 8, 10, 12, 14

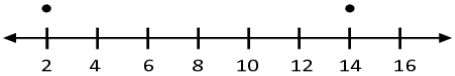
Use these values to find the upper quartile: 10, 12, 14
Upper Quartile = 12

Step 3: Find the Interquartile Range (IQR).
Subtract the Lower Quartile from the Upper Quartile (UQ – LQ).
12 – 3 = 9

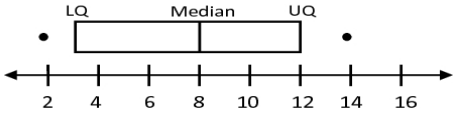
*Create the Box & Whisker Plot*
Step 1: Create a number line that represents the data.




Step 2: Mark your upper extreme (greatest #) and your lower extreme (least #) by marking a dot above the number line.




Step 3: Mark the Median, UQ, and LQ with a line to create a box.




Step 4: Draw the whiskers connecting the Box to the Upper and Lower Extremes.